

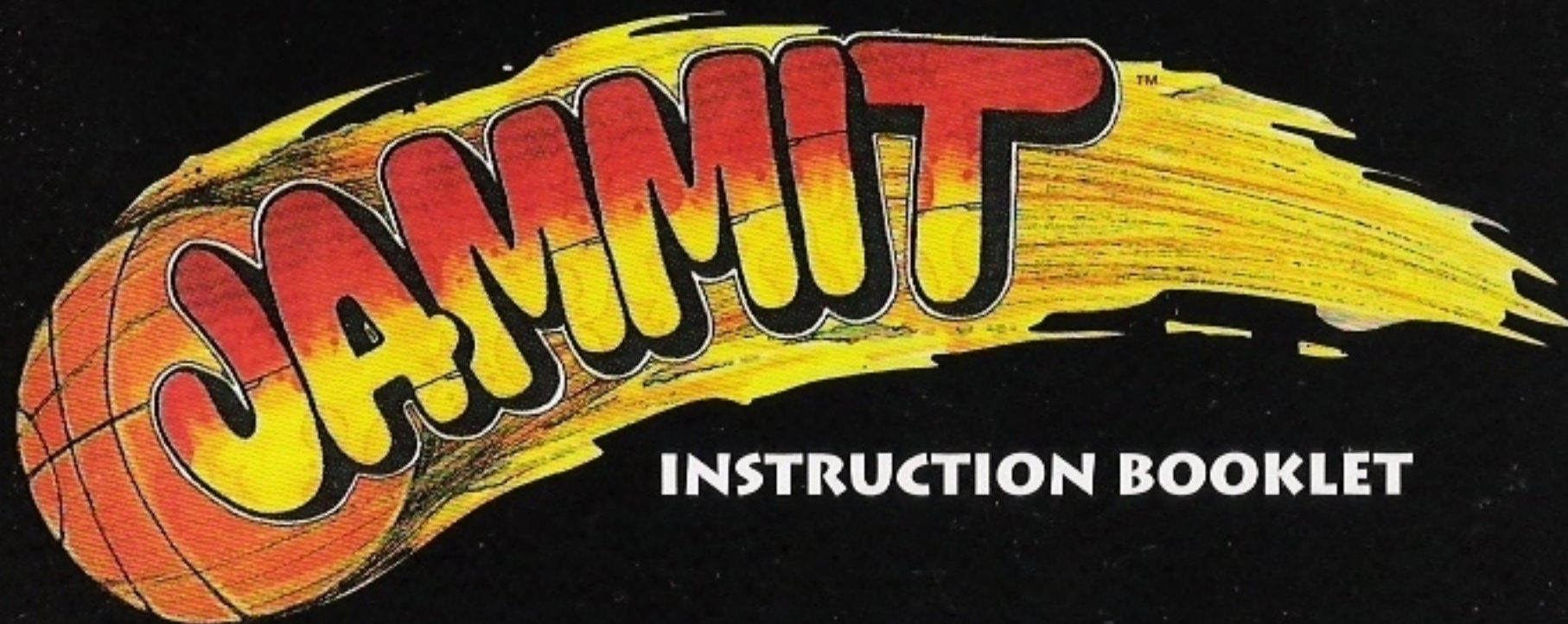


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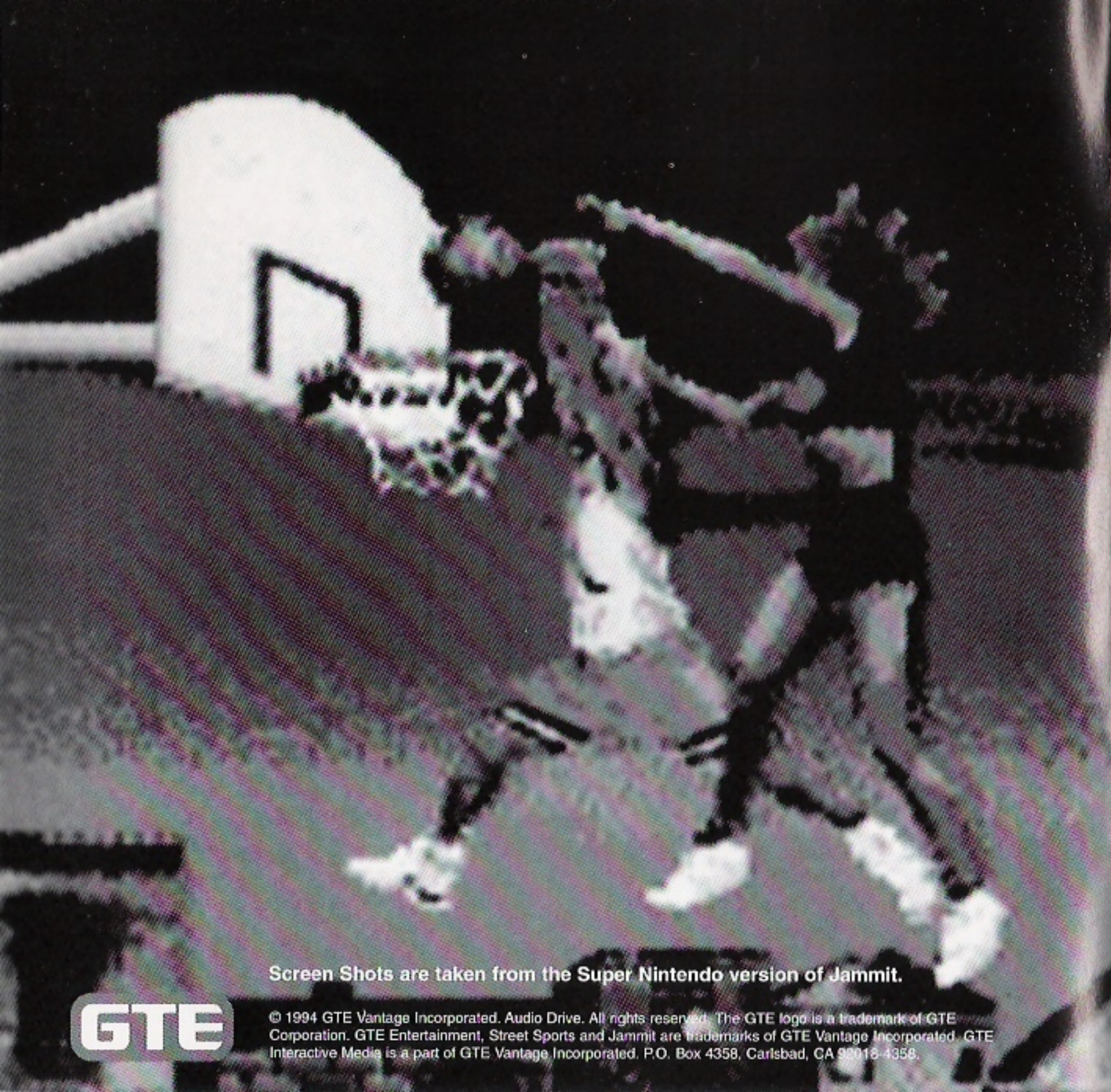


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INSTRUCTION BOOKLET





Screen Shots are taken from the Super Nintendo version of Jammit.

GTE

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STARTING UP

To begin play, insert the Jammit CD into your 3DO System and turn the power on. Press the start button to get past each credit screen and into the Option screen. You must use the control pad to set play options by highlighting the desired settings.

"THINK YOU'RE TOUGH!?"

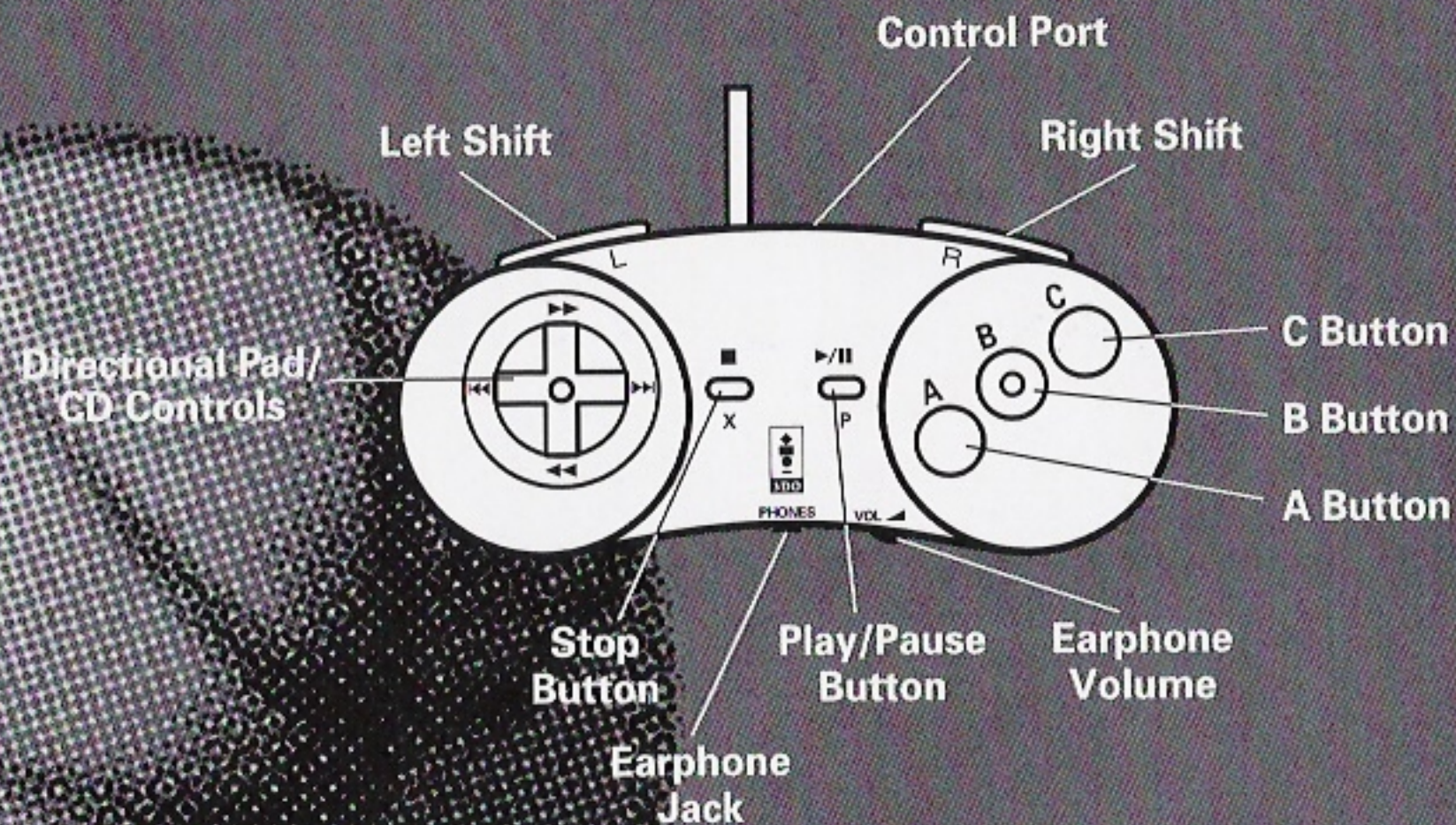
Hey, dudes and dudettes, think you can handle yourselves on a basketball court? You do??? Well, I've got the perfect day lined up for you - and it WON'T be as easy as you think. How about a little one-on-one? I've arranged for the best players from the city's playgrounds to participate if you're up for it. Slade, Chill and Roxy are the three hoopsters most chosen for pick-up games around here. You get to control one of the three in an eight-round tournament of one-on-one games with a different game type in each round. You slam against one of the two other players for each game and bet on the games until one of your wads of cash disappears. If you can out-psych and outscore

your way through all eight rounds, I'll put you up against the court king, Judge, in a winner-takes-all game of HIS choice on HIS court. And if you don't feel like taking on all that competition, go get a buddy and control two of our best in a one-on-one challenge of your choice. Either way you cut it, remember to play tough, aim well and, when you get a chance, JAMMIT!

TAKE CONTROL

"MOVE IT OR LOSE IT!"

Jammit is a fast-paced game with quick turnovers, so if you want to slide past the competition, you'd better know what you're doing. Here are your moves:



TAKE CONTROL

"MOVE IT OR LOSE IT!"

OFFENSE

| | |
|-----------------|--|
| A | Jump |
| Tap A | Fake Jump |
| A Twice | Jump Shot (First press—player jumps, Second press—player releases ball) |
| B | Special Move |
| Hold B | Turbo (wears you down quickly) |
| Hold C | Guard |
| Hold C, Tap A | Fake |
| Hold C, A Twice | Hook |
| Hold C, Tap B | Elbow |
| A and B | Lay up |

DEFENSE

| | |
|---------------|----------------|
| A | Jump |
| A Twice | Jump and Block |
| B | Push |
| Hold B | Turbo |
| C | Guard (crouch) |
| Hold C, Tap B | Steal |

FOUL SHOTS

Press A once to set up and again to release.

TAKE CONTROL

"MOVE IT OR LOSE IT!"

TWO PLAYER: Begins a two-player exhibition game. Jammit will ask each player to choose their character and a court (except for The Palace and The Cutthroat Court).

OPTIONS: Brings up the OPTIONS menu.

OPTIONS MENU

TRASH TALKING: Brings up the TRASH TALKING submenu.

LOTS: Players will yammer away on the court.

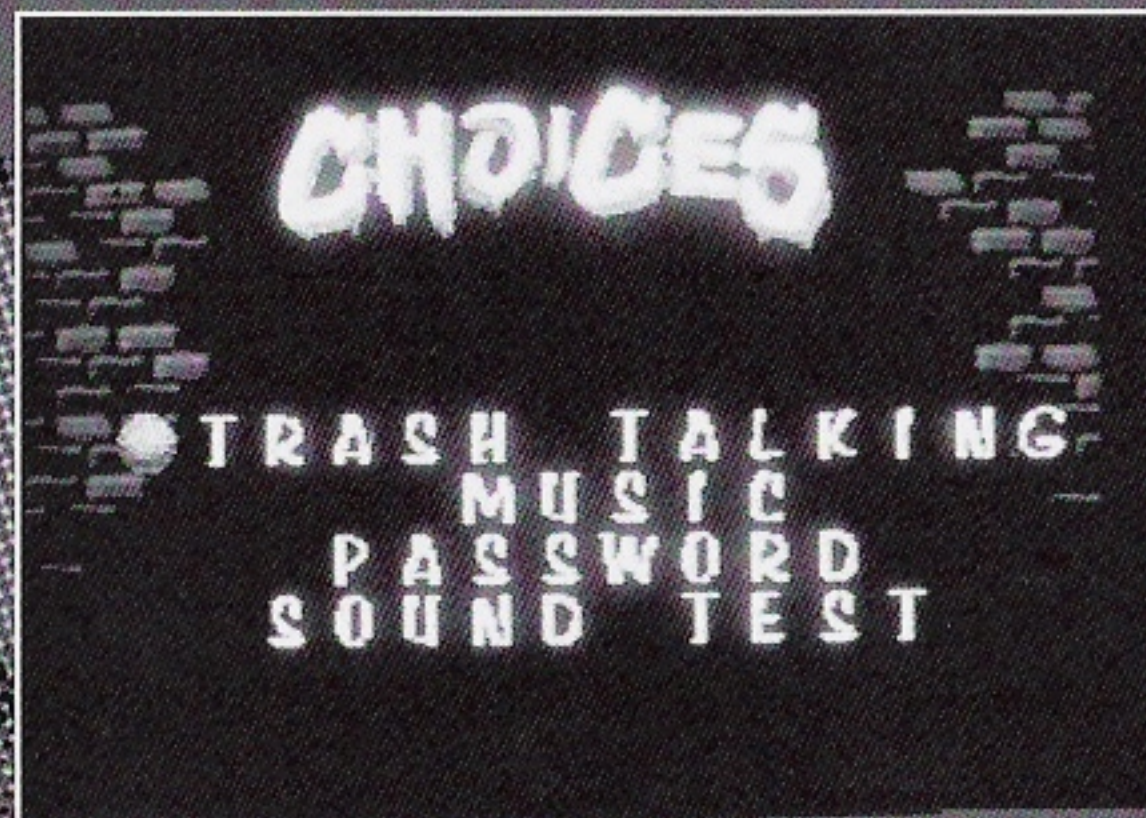
SOME: Players spurt out an insult occasionally.

OFF: Dissin' gets disabled.

MUSIC: Lets you choose between MUSIC ON and MUSIC OFF. Also lets you choose Rap only or Funk only.

PASSWORD: Brings up the password screen. You earn passwords after each round of tournament play. Word up!

SOUND TEST: Lets you sample all of the sound effects and music clips from Jammit. You can keep the music going while you try the sound effects or turn off all background sounds so you can hear the chillin' sound bites all by themselves.



PUMP UP

Move the basketball cursor to this selection and press the A Button to use one of your "pump up" power-ups. This action restores your player's energy. But you only have three of these, so chill on the speed plays.

CALL FOUL

If you think you were fouled then hit the Start button. If you were actually fouled then the "CALL FOUL" option should be available instead of the "PUMP UP" option. If you call a foul then you will be given 1 free throw if you were in the 1 point section of the court or 2 free throws if you were in the 2 point section of the court. In games that allow fouls, you may call a maximum of 5 fouls and then you can not call fouls until the next game.

In order to make a successful free throw, you must listen carefully to your player. He will "grunt" once when you should hit A to set-up for the shot, and then he will "grunt" again when you should hit A to release the shot.

"LET'S GET BUSY, PUNK!"

Jammit has two game modes for maximum satisfaction. You can take on a friend who might brag about his abilities on the court or enter an intense competition all alone against the game's best players. Either way, you have your work cut out for you because Jammit contains all the moves, action and excitement of pick-up games on a playground court made of concrete.

The rules are pretty simple in Jammit. Some of the game variations may be a bit more complicated than others, but it all boils down to this - the first player to reach the target score wins, no matter how dirty their moves might be. Jammit contains a "Trash Talk" feature in which the players constantly diss each other during the game. That doesn't stop you and your friend from doing the same while you're playing either! On defense, you should try to steal the ball immediately and block every shot the offensive player makes. On offense, the long shots are important, so learn how to make them from the area "outside the key." In the game variations that allow fouling, elbow jabs and pushes can make a BIG difference! Using the speed option helps you get around on the courts faster, but your player will begin to tire if you do this too often.

BETTING

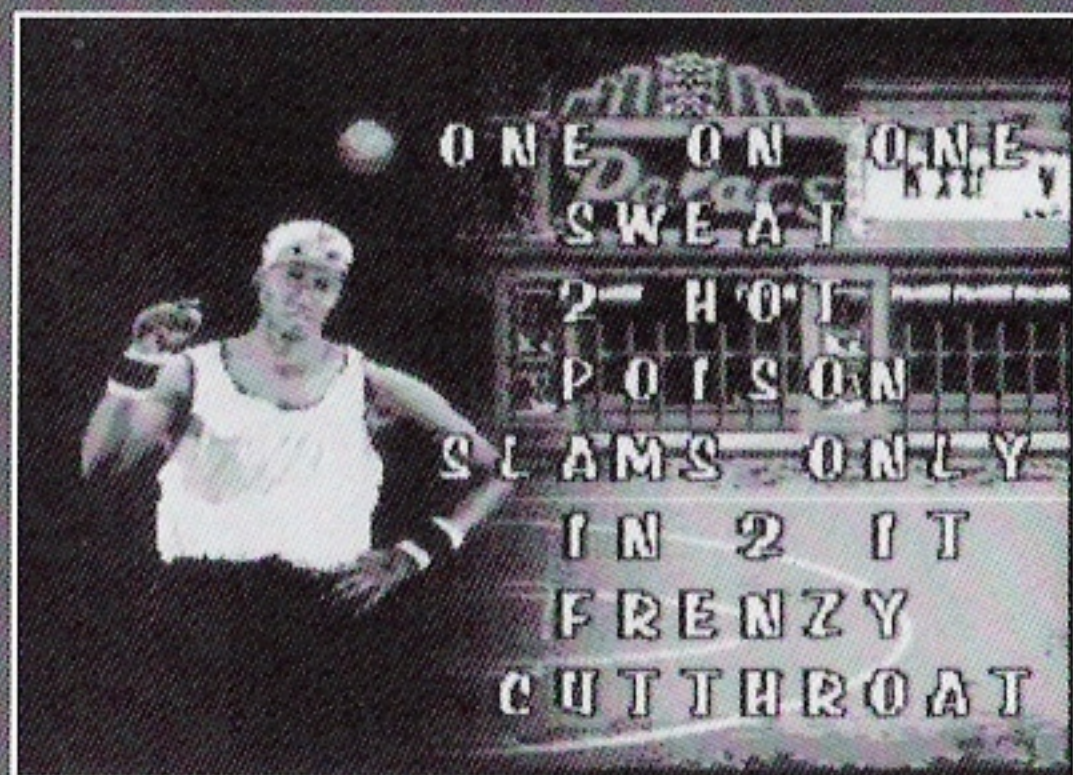
The two-player games are fun when you've got a friend you want to pummel on the court. The one-player competition adds the excitement of advancing through the rounds in order to take on The Judge to become the one-on-one champion of the 'hood. At the beginning of each round, your opponent has \$300 to bet. You can bet \$100, \$200 or \$300 on a game. The loser forfeits that amount of money when the game is over. If you lose all your money, the competition ends. If you empty your opponent's wallet, you move on to the next round.

Each of the bets corresponds to a difficulty level, with \$300 as the bet for the toughest game. If you can win each game on a \$300 bet, you'll play The Judge in no time, but even the pros have trouble doing THAT. The eighth game variation, Cutthroat, can only be played in the competition. Once you win the Cutthroat round, you have a chance at The Judge in a winner-takes-all game of his choice in The Palace, his home turf. Beat The Judge and your name will be immortal in the history books of playground sports forever!



"GOT SOMETHING IN MIND?"

There are eight game variations in Jammit, but only seven of them are immediately accessible through the DEMO selection of the CHOICES menu or the two-player game. In order to play Cutthroat, you must last through seven rounds of game play in the one-player competition. Here are the eight game variations, their rules, the players' ranks at this variation and a short description:



1 ON 1

1st to 21 wins

Fouls enforced

Loser's outs

This is the normal, everyday type of one-on-one basketball that you see played on most playground courts.

SWEAT

1st to 21 wins

No fouls

Winner's outs

This is a more intense version of the 1 ON 1 variation in which opponents can play meaner because fouls are not enforced.

2 HOT

1st to 21 wins

Hot spot = 2 X score

Fouls enforced

Loser's outs

This variation is just like the 1 ON 1 variation, except that if you make a basket when you're standing on the moving X, you get double the value of that shot!

POISON

20 pts = poison

Score becomes 10

Fouls enforced

Loser's outs

POISON only differs from the 1 ON 1 variation in that if you reach a "poison" score of exactly 20 points, it gets reduced to 10 points. The target score is 21. Strategy is very important in this variation over 18 points.

SLAMS ONLY

Only slams go in

Alley-oop others

No fouls

Winner's outs

Only slam dunks count in this game variation, so the action will stay close to the basket. The target score is 10 points. This is your chance to show off your best moves in the Slam Cam!

IN 2 IT

2 hot spots

Score from X's only

Fouls enforced

Winner's outs

Only baskets from X's count in this game variation. The target score is still 21 points. Accuracy is extremely important!

FRENZY

1 ball free 4 all

Score from X only

No fouls

1st to 10 wins

First player to 10 points wins this game. Both accuracy and timing are important because each basket must be made from a moving X position.

CUTTHROAT

Don't hit 20 or 13

3 freethrows on score

Missed freethrows are live

2 defenders

This variation is the most unusual of them all! Cutthroat is a three-player game in which two of the players are on defense at any one time. After each basket, you get three free throws, but if you miss the shot the ball is "live." If your score equals exactly 20 points or 13 points, 10 is deducted from your score. The target score is 21.

"YOUR WORST NIGHTMARE!"

Your choice of player in Jammit is not as trivial as you might think. If you have no talent for shooting, it might be a good idea to choose a player with a natural ability in that area. If your responses are slow, pick a speedy player. Following are some brief descriptions of Jammit's players and a chart comparing their strengths and weaknesses.

CHILL

5'11" 185 lbs.

Chill is the best player at slapping shots away from the basket. He also makes killer slams and ranks as one of the strongest players.

ROXY

6'1" 140 lbs.

Don't let Roxy's gender fool you! She can take on the best of the men OR women and run circles around them on the court. Roxy is a great long shooter and can also jump higher than the other players.

SLADE

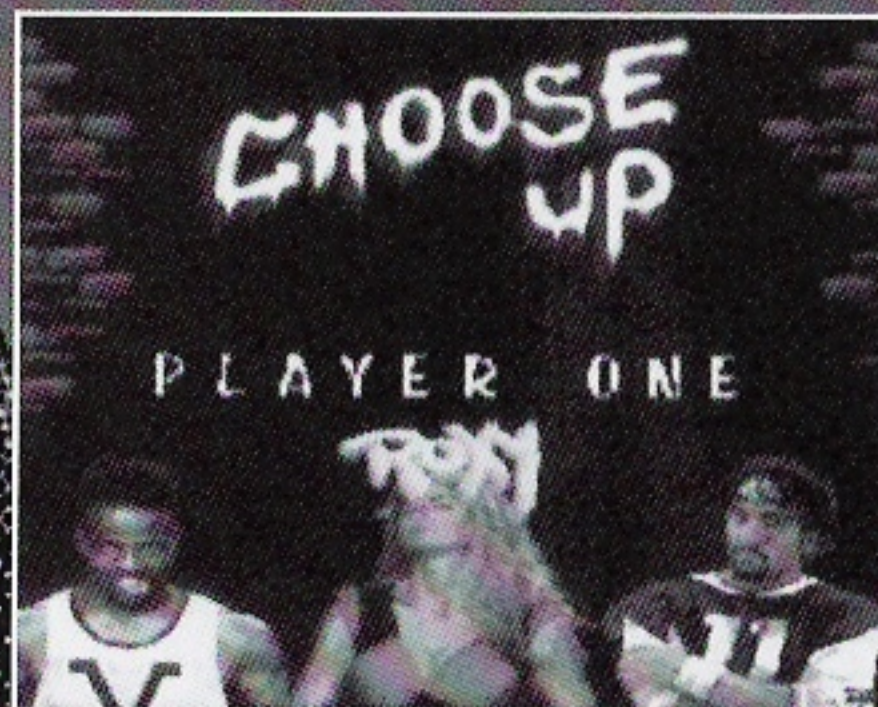
6'2" 180 lbs.

Slade is the fastest of the players. You won't tire Slade out because he has the highest stamina. So if you're built for speed, go with Slade!

JUDGE

6'4" 205 lbs.

The Judge excels in just about every category. For this reason, he is a very tough competitor. Move fast and aim every shot, for those are the only ways you will be able to overtake his superiority in size, weight and strength.



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